

*The  
Carolina  
Command  
&  
Commentary*



*Issue 110/February 1998*

# The Carolina Command and Commentary

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### **Game Starts:**

*Diplomacy:* Have four, need three.

*Gunboat:* Have three, need four.

*Winter 1898:* Have two, need five.

*Acquire:* See note page 8!!

*Outpost:* See note page 8!!

*Destroyer Captain:* Continual openings.

**Subscriptions:** \$.75 per issue, \$1.25 overseas.

**Gamefees:** \$5 per game for Dip & Gunboat,  
otherwise free.

**Current Standby List:** Kent, Holley, Taylor,  
Wilson, Partridge, Scholl, Conlon, Easton,  
Milewski, Lurz, Davis, Whyte

*The Carolina Command and Commentary* is  
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## Random Notes

Yes, this is, in fact, the 110th issue of CCC, in case you didn't look at the number on the cover. My life is going as well as can be expected; I'm temping to help pay the bills while I search for a real job. Temping is kind of boring (currently I'm in the HR department of a commuter airline double checking their FAA mandated background checks). It makes me realize even more how easy of a job teaching was at times. (Let's see, you work maybe 18 hours a week — including 12 hours in the classroom — and make nearly \$30,000 a year. You also have roughly 15 weeks a year off...) The interaction with generally intelligent life forms was fun too. Oh well, such are the joys of being competent but not memorable...

I would, of course, be remiss in not mentioning World DipCon/DipCon/DixieCon in Chapel Hill over the Memorial Day weekend. Be there.

**Kevin Welch**

Sorry to hear about the employment situation; I had similar problems a couple of years back and it's a really funny, empty feeling when there's nothing on the horizon. It really hurts, too, when you're a little older (I'm 44 now). It's not really supposed to happen when you are this old, right?

»It's not suppose to, but it does happen all too often. My father lost his job of 22 years at a company when he was 49. And regardless of when you lose your job, it hurts.

**Denis Jones**

So when's the housewarming party? I toy with moving, but where I live is highly convenient, and that beats the downsides every time.

Mentioning Beirut gives away people's age groups too, the funny thing is not a really dangerous area — except the Manor Arms pub, and is as bad as your average part of London late at night — i.e. non-lethal and I've never had a problem.

I heard that one way of dealing with management who piss you off is to imagine them naked

*Continued on page 11*

## HMS *Courageous* and *Glorious*

Warships represent a design and cost compromise, based on available technology, to meet some defined military mission. Because of the expense and design time involved in building a large naval vessel, there are few cases indeed of one yard's ship proving better than another for the exact same task at the exact same period in time. Hence, unlike in aviation, you don't see as many completely failed designs.

The few great naval design mistakes of recent years come primarily from building a perfectly good ship to fill an ill conceived mission. Perhaps the most greatest example of this were the British "light battlecruisers" of World War I.

With the coming of World War I, it was decided to bring back the Jackie Fisher as First Sea Lord. Fisher, a decade earlier, had argued for and built the first all big gun battleship, HMS *Dreadnought*. He also was the force behind the British building battlecruisers.

Whatever Fisher's merits a decade earlier, his impact on British large ship design in World War I would prove disastrous. Living by the edict that speed was protection, Fisher believed in very fast, but underarmored ships. After the Falkland Islands, Fisher convinced the cabinet to allow the construction of two new battlecruisers, *Renown* and *Repulse*. These were very large (27,650 ton) ships, mounting six 15 inch guns. Unfortunately, their armor belts were only six inches thick. The two ships entered service in August and September 1916, only a few months after six British armored or battlecruisers were lost at Jutland with armor of this scale or only slightly thicker. The two ships would need extensive rebuilds postwar to become first rate warships.

*Renown* and *Repulse* were not, however, Fisher's worst designs. That distinction surely goes to the light battlecruisers of the *Courageous* class. Seeking a way to get around the general Cabinet ban on new large warships, Fisher proposed three "large light cruisers." With hulls similar in size to *Renown* and *Repulse* (length 786 feet, 3 inches overall, beam 81 feet, mean draught 23 feet, 4 inches), the light battlecruiser would carry only four 15 inch guns in twin turrets fore and aft. A secondary armament of 18 4-inch guns were also fitted, in six triple mounts. Armor was only on the scale of a light cruiser (except for the

turrets), with a three inch belt along the waterline. In a ship of this size, vast areas were completely unarmored and vulnerable.

From an engineering standpoint, the *Courageous* were quite impressive. The machinery of a C class light cruiser had been adopted, but with twice the shafts and turbines and 18 instead of 8 boilers. The use of small tube machinery was a first in a large British warship and proved a great success. The designed speed of 32 was extremely high for the day; only destroyers were faster.

Three ships were authorized in early 1915. HMS *Courageous* was laid down on March 28, 1915 at Armstrong, Elswick and launched February 5, 1916. Her sister ship, *Glorious*, was laid down by Harland & Wolff on May 1, 1915 and launched April 20, 1916. Both ship were ready for service by January 1917. (The third ship, *Furious*, with a slightly modified design and single 18 inch turrets, was converted to a crude aircraft carrier in 1917.)

Of course, the question was what could a ship like *Courageous* be used for. The term "white elephant" comes to mind. These light battlecruisers did nothing well besides being fast and expense to build and maintain. As warships they were not particularly effective. The low number of heavy guns carried meant that gunnery was inaccurate in an age of spotting by shell splashes — there just weren't enough splashes to spot from. The secondary armament was a nightmare in service. The triple gun mounts were cumbersome to work and required a large crew. To make matters worse, a four-inch shell was simply too light to effectively counter targets like light cruisers or destroyers.

These shortcomings were demonstrated during the war. Both ships were involved in a raid on the Helgoland Bight in November, 1917 against German light forces. Of 92 15-inch and 393 4-inch shells fired, only a single hit was scored on the German light cruiser *Pillau*.

Postwar, both *Courageous* and *Glorious* were quickly relegated to training and reserve functions. Both would eventually be converted to aircraft carriers, were the ships' size and speed were great assets.

—Michael Lowrey

# House Rules for Diplomacy

The below listed house rules supersede all previously published house rules.

1. Preference lists for gamestarts will be accepted, but not published. A player can also specify people he/she does not want to play with, but then is not guaranteed a spot in the game.

2. CCC uses the 1982 Avalon Hill Rules. Abbreviations for CCC will consist of the first three letters of a province name. I will accept any abbreviation that is not ambiguous; the following is a list of suggested ones for touchy situations:

Bot — Gulf of Bothnia, Naf — North Africa, Lyo — Gulf of Lyon, Nth — North Sea, Nat — North Atlantic, Nwy — Norway, Nwg — Norwegian Sea, Tyn — Tyrrhenian Sea, Tyl — Tyrolia

The following abbreviations will also be used:

A — Army, F — Fleet, H — Holds, C — Convoys, S — Supports, U — Unordered, d — dislodged, r — retreats to, ann — annihilated, ec — east coast, nc — north coast, sc — south coast, OTM — ordered to move, OTB — off the board, NSO — no such order, NSU — no such unit, NMR — No move received, NRR — No build received, NVR — No vote receive, NRR — No retreat received

3. Summer/Fall and Winter/Spring seasons will always be played together, unless a request for a season separation is made by 33% or more of the players. The GM also reserves the right to make a separation in certain circumstances, but will not automatically separate Winter 1901 from Spring 1902. Conditional orders will always be accepted.

4. Orders for a game should include name of game, date, game season, and country played. I'll use the latest set of orders received and will accept orders by phone or email. Orders will be accepted for future seasons and perpetual orders will be accepted; general orders will not be accepted.

5. Orders which fail will be underlined. A player who NMRs will have a standby player called for

that position. If a second consecutive NMR occurs, a player will forfeit his position, game fee and remaining subscription. There will always be a standby player called; no Civil Disorders will occur in this zine.

6. Errors in the adjudication must be brought to the GM's attention before the next deadline or they stand. The written adjudication takes precedence over the map. A player who has not received the adjudication by 2 weeks after the deadline should contact me to see what happened. The player bears all responsibility for NMRs which occur as a result of the postal service losing the zine or his/her orders.

7. Spring 1901 orders will be due the deadline after the gamestart announcement. This period will be extended by an additional deadline at a single player's request. If a player does not submit orders by the original deadline a standby will be called to submit orders just as in any other season and the deadline will be extended.

8. Proposals to end the game before an 18-center win will be accepted anytime after Spring 1905. One negative vote is enough to kill any proposal, and a NVR will count as a yes. Any result will be allowed, except a concession or draw involving a player who is no longer in the game. I will not publish a player's vote for any reason but will publish the number of votes cast yea or nay. The GM also reserves the right to end a game which has a demonstrable stalemate line or which has not changed supply center distribution in three game-years.

9. Press is encouraged, but cannot be conditional. Black press is prohibited; grey press is allowed. The GM reserves the right to edit press for content or length.

10. Attempted deception of the GM will not be tolerated. It also will not succeed, as I am all-knowing and all powerful...

—MPL

# Konrad Adenauer (97W) Fall 1902

<i>Austria</i>	Ed Rothenheber	11757 Love Tree Ct Columbia MD 21044
<i>England</i>	Kevin Wilson	373 Gateford Dr Ballwin MO 63021
<i>France</i>	Matthew Matz	4805 Cara Ct Chester Springs PA 19425
<i>Germany</i>	Timothy Scholl	2336 B Street Lincoln NE 68502
<i>Italy</i>	David Partridge	15 Elmer Dr Nashua NH 03062
<i>Russia</i>	Pat Conlon	PO Box 1413 Mammoth Lakes CA 93546
<i>Turkey</i>	Doug Hooper	1653 Allens Ferry Rd Smithville TN 37166

## Supply Center Chart

<i>Austria</i>	(0)	bud, ser	
<i>England</i>	(5)	bel, edi, lon, lpl, nwy	Build one or two
<i>France</i>	(5)	bre, mar, mun, par, por, spa	
<i>Germany</i>	(5)	bet, ber, den, hol, kie, mun	
<i>Italy</i>	(7)	nap, rom, ser, tri, tun, ven, vie	Build two
<i>Russia</i>	(8)	ank, bud, mos, rum, sev, stp, swe, war	Build two
<i>Turkey</i>	(4)	ank, bul, gre, con, smy	

GM: Michael Lowrey 4322 Water Oak Road Charlotte NC 28211 (704) 366-2311

Deadline: Winter 1902/Spring 1903 orders are due March 14.

Notes: Press is on page 9.

<i>Austria</i>	NMR! A Boh, A Ser both U (H)
<i>England</i>	F Nwg-Nwy, FNth S A Bel, A Bel S French A Bur, F Eng S A Bel (d. iri, lon, wal, oth)
<i>France</i>	A Spa H, A Bur H, A Pic S A Bur, F Bre-Eng, F Mid S F Bre-Eng
<i>Germany</i>	A Mun S A Ruh-Bur, A Kie S F Hol, A Ruh-Bur, A Den S A Kie, F Hol H
<i>Italy</i>	A Tri-Ser, A Ven-Tyl, A Vie S A Ven-Tyl, F Ion H, F Tyn-Tun
<i>Russia</i>	A Bud S Italian A Tri-Ser, A Gal-Rum, A Rum-Ank, F Bla C A Rum-Ank, A Fin-Swe, F Bot S A Fin-Swe
<i>Turkey</i>	A Bul S Russian A Rum-Ser (nao), A Con S A Bul, F Gre H, F Aeg S F Gre



# Drake Turn Seventeen and End

GM: Michael Lowrey 4322 Water Oak Road Charlotte NC 28211 (704) 366-2311

**Deadline:** Endgame statements are due March 14.

David Hood	Hickory Instellar Colonial Kingpins (HICK)
Keith Oschman	Galactic Unicorn
Vince Lutterbie	Vince's Winches
David Partridge	Barsoom Project
Pat Conlon	Spacehog

1. *HICK* bids 201 on and buys Moon Base Alpha (RO45, Mi17, Mi17, Ti13, Ti11, Ti11, Ti11, Ti10, Ti9, Ti9, Ti8, Ti8, Ti7, Ti7, Wa7, Wa5, Or3, Or3), a population factor to man it (Ti10), and wins the game.
2. *Spacehog* opens the bidding at 50 and wins Robots (Mi16, Re13, Ti11, Ti10). He also buys 3 roobots (RO30) to put a Titanium and two Water factories back into production.
3. The *Barsoom Project* opens the bidding on the Outpost. *Vince's Winches* wins it for 135 (NC24, NC20, NC18, NC16, Re17, Re13, Wa9, Wa7, Wa6, Wa5). The *Barsoom Project* then buys Titanium Factories (Mi19, Ti11, Ti11, Ti11, Ti8) and transfers population from water production to man them.
4. *Vince's Winches* see above.
5. *Galatic Unicorn* passes.

## Factories/Upgrades

<u>Outpost</u>	<u>Factories</u>	<u>Upgrades</u>	<u>VP</u>
<i>HICK</i>	OrF, OrF, 2xWaF, 12xTiF	HE, No, 2EP, 2OL, 2Ou, PC, MB	88
<i>Spacehog</i>	2xOrF, 2xWaF, TiF, 2xTiF, ReF, NCF	DL, Wh, HE, OL, La, Ro, PC	40
<i>Vince's Winches</i>	2xOrF, 3xWaF, Ti, WaF, 4xNCF	DL, DL, No, Sc, Sc, Ro, Ou	34
<i>Barsoom Project</i>	OrF, OrF, WaF, WaF, 7xTiF, Re	DL, Wh, HE, No, EP, OL	32
<i>Galatic Unicorn</i>	2xOrF, 3xWaF, 4xWaF	Wh, Wh, HE, No, Ro	15

**Purchase Order:** HICK, Spacehog, Barsoom, Vince's, Unicorn

**Colony Upgrade Cards Available:** Planetary Cruiser (160), Ecoplants (50),

**Not Yet Delievered:** 3 Moon Bases, 1 Planetary Cruisers, 4 Space Stations, 1 Outposts, 2 Laboratories, 1 Robot, 2 Scientists

**Notes:** Minimum bids are listed in parenthesis.

**Press:** Spacehog-Barsoom Wenches: Sorry guys, buy I gave up all hope competing with HICK and went for second place. We got our butts kicked.

Spacehog-HICK: Congratulations.

**Eduard Shevardadze (97E) Fall 1905**

<i>Austria</i>	<b>Eric Mikulaninec</b>	2529 North Halsted, Apt N-1 Chicago IL 60614
<i>England</i>	<b>Steve Cooley</b>	23927 Ranney House Ct Valencia CA 91355
<i>France</i>	<b>Matthew Matz</b>	4805 Cara Ct Chester Springs PA 19425
<i>Germany</i>	<b>Jim O'Kelley</b>	664 West Irving Park Rd, Unit I6 Chicago IL 60613
<i>Italy</i>	<b>Rob Hensley</b>	1314 Joni Dr Louisville KY 40216
<i>Russia</i>	<b>Randy Davis</b>	5982 South Cedar St Freeland WA 98249
<i>Turkey</i>	<b>Stephen Mayer</b>	9454 Hawkmoor Ln Sarasota FL 34228

## Supply Center Chart

<i>Austria</i>	(9)	ank, bud, bul, con, gre, rum, ser, tri, vie	Build two
<i>England</i>	(4)	bre, den, edi, lon, lpl, nwy	Remove one
<i>France</i>	(2)	bre, par	Build one
<i>Germany</i>	(8)	bel, ber, den, hol, kie, mun, nwy, swe, war	Even or build one
<i>Italy</i>	(8)	mar, nap, por, rom, smy, spa, tun, ven	
<i>Russia</i>	(2)	mos, stp	
<i>Turkey</i>	(1)	ank, bul, rum, sev	Remove one or even

**GM: Michael Lowrey 4322 Water Oak Road Charlotte NC 28211 (704) 366-2311**

**Deadline:** Winter 1905/Spring 1906 orders are due March 14.

**New Proposals: I win, AI, IG, 7-way draws** **Please vote. NVR = yes**

Notes: Would Timothy Scholl (2336 B St, Lincoln NE 68502) please standby for Turkey. Austria would build three but only has two open borne supply centers. Press is on page 9.

**Austria** F Con-Ank, A Bul-Con, A Gre-Bul, A Ser-Rum, A Bud S A Ser-Rum, A Gal S A Ser-Rum

**England** F Mid-Eng. F Eng-Lon. F Nwsg-Edi. A Yor-Edi. F Ska-Den. F Hel S F Ska-Den

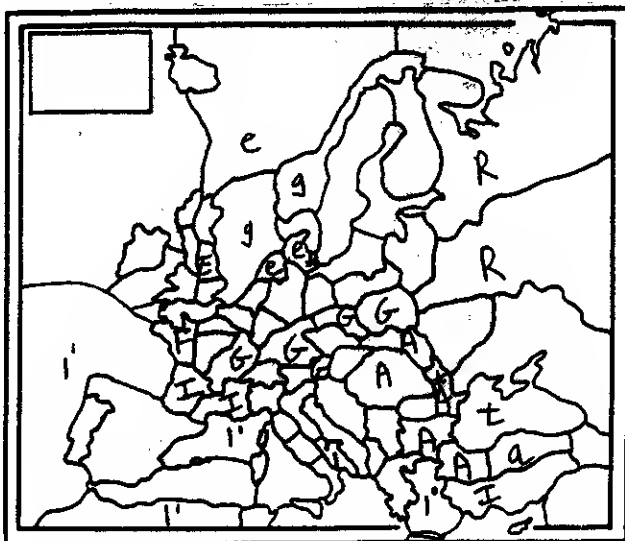
**France** A Par-Bre

*Germany* A War-Sil, A Lvn-War, A Mun-Tyl, A Bur-Mun, A Bel-Bur, F Swe-Nwy, F Den H  
(d. bal. kie. swe. oth), F Nth-Lon

*Italy* F Ion-Apu, F Tyn-Lyo, A Spa-Mar (nsu), A Mar U (H), A Por-Gas, F Mid C A Por-Gas, F Wes-Naf, A Smy S Austrian F Con-Ank, F Aeg S Austrian A Bul-Con

**Russia** A Stp S A Mos. A Mos S German A Lvn-War

**Turkey** NMR! A Rum (d. sev. ukr. otb), F Bla both U (H)



## Lord Mountbatten (98B) Game Start

<i>Austria</i>	Eddy Laforge	2602 W. Jackson St, Apt. 3	Tupelo MS 38801
<i>England</i>	Kurt Krueger	2616 Garfield Ave So #304	Minneapolis MN 55408
<i>France</i>	Kevin Welch	P.O. Box 2195 Madison WI 53701	
<i>Germany</i>	Sean O'Donnell	126 S. Park	Oberlin OH 44074
<i>Italy</i>	Matthew Matz	4805 Cara Ct	Chester Springs PA 19425
<i>Russia</i>	Randy Davis	5982 South Cedar St	Freeland WA 98249
<i>Turkey</i>	Rob Hensley	1314 Joni Dr	Louisville KY 40216

GM: Michael Lowrey 4322 Water Oak Road Charlotte NC 28211 (704) 366-2311

Deadline: Spring 1901 orders are due March 14.

Notes: The Spring 1901 deadline has been extended by player request. The final Spring 1901 deadline is March 14. If you have already submitted orders, I will use the orders you already have on file. Of course, you may revise your orders until then. Please read the house rules listed on page 4.

## Game Opening Update

With the move and all, I've misplaced several things, including the sign up sheets for Acquire and Outpost. In addition, several people have expressed interest in these games and were on the fence about signing up.

This is the current sign up sheets (as best as I have them). If you want on or off, let me know. The Outpost game starts next issue. The next Acquire game will start when I have four players...

Acquire: Mikulaninec, Oschman

Outpost: Conlon, Hood, Oschman, Partridge, Kevin Wilson





# Dispatches From the Front

*Eduard Shevardadze*

Germany-Board: I've been staring at you for an hour, searching for a decent set of moves, and I can't find any. Everything ends in an A/L. So fuck it, bugler, sound the charge.

Germany-England: Would you take a three-way that doesn't include me? If you move fast enough, maybe you can get it.

London-North Sea: Oh, so if I was in the North Sea, that was a threat... I see it somewhat differently, especially now.

Germany-France, Russia and Turkey: The time is now. The day is here. Will you take your place with me?

London-Rome: This board better end up lookin' like Christmas—all red and green.

Moscow-Rome: Yeah, but these Russian winters are *more* than frigid.

London-St. Petersburg: Assuming our agreement held, I'm sorry we (I) didn't make it sooner. If you broke it, I'll see you in Bar (doesn't sound all that menacing, does it?)

St.Pete-London: Yessiree, I'm with you. I'll bring the vodka, you bring the gin, and let's party, baby, on Germany's butt.

Moscow-Berlin: Give me Warsaw and I'm with you 'til the end of the game.

Germany-Russia: It was your postcard that convinced me I was dead, so if you were lying when you said you weren't gonna go for Norway, I'll cry.

France-Germany: I changed my mind.

France: My brand new email address is bentleyfin@aol.com.

*Konrad Adenauer*

Moscow-Rome: I see where you supported the Turks into Greece. Playing both sides of the fence, are you? Allying with you sounds dangerous. I can't resist the allure of danger.

Moscow-Constantinople: I could have gone either way. Both you and David seem to be excellent potential allies. In the end, I chose to follow the path less travelled.

France-England: Luke, come back from the Dark Side.

London to Rome: Why stop at just visiting Munich. Let's make it a tour of the great cities: Munich, Rome, Paris, Constantinople, Moscow, Vienna, St Petersburg, Berlin, Venice... Of course, visas will be required to visit London and right now, we are all out.

France: My brand new email address is bentleyfin@aol.com.

# Bonefish Turn Eleven

Vince "The Drill" Lutterbie	Plays D10	Buys 1 American
Pat Conlon	Plays D1	Buys 2 Continental, 1 American
Ed Rothenheber	Plays A3	Pass
David Hood	Plays A11	Restarts Worldwide, buys 3 Continental

	A	C	E	I	L	T	W	\$
Size	2	4	20	2	3	8	2	—
Price	300	600	800	400	300	600	300	—
Bank	21	6	4	17	11	5	17	—
P. Conlon	1	7	8	2	-	3	-	2650
D. Hood	-	6	-	-	5	7	8	2400
V. Lutterbie	1	-	3	4	9	10	-	50
E. Rothenheber	2	6	10	2	-	-	-	1400

GM: Michael Lowrey 4322 Water Oak Road Charlotte NC 28211 (704) 366-2311

**Deadline:** Turn twelve orders are due March 14.

**Order:** Conlon, Rothenheber (Kent), Hood, Lutterbie

**Notes:** Ed NMR!s, so the GM lays a neutral tile and passes. Would Doug Kent standby for Ed Rothenheber?

	1	2	3	4	5	6	7	8	9	10	11	12
A	x		x			C	C		A		W	W
B				F		C	C		A			
C	F	F	F	F	F					L	L	
D	F	F		F	F					L		x
E		F			F	F						
F			T			F						x
G	T	T	T			F	F		I	I		
H			T	T		F	F					
I	x		T	T		F	F		x			x

Your Tiles: E9, F4, F10, D7, H2, J8

## Random Notes

*Continued from page 2*

and it will deal with the bad mood you are in straight away. I've not tried it myself, am worried for the lunatic who told me this.

The festive period at work was hilarious. One of my friends spent ages in the pub going on about "once a year drinkers who cannot handle the pace." Later that evening he fell down a nightclub's stairs and broke a leg. That's two of our gang in a few months who've done something stupid. One's learning to walk after surviving a fall from a second floor flat. I've been excusing myself from the excessive Friday drinking sessions with varied success.

One great record I got was the Joy Division *Heart and Soul* box set. Actually I own all the albums already, but they were getting very old and I could do with new copies. Also there was the other versions of some of the songs. I felt well impressed by it and was really cheered up. Otherwise I am guilty of listening to too much XFM and saying, "well I like it, but I can hear it twice a day on the radio", something I was never able to do before.

With all this talk about Bill Clinton to be impeached, I was wondering if Tony Blair could help him out. His chief press secretary used to write pornographic short stories in the 70s. Anyway, a satirical TV show and a Dutch satellite channel called "Erotica" have tried to buy the rights to these stories and film them. I spotted the obvious joke of who to cast in the films and they never made it. The stories are about a Scotsman, his kilt and his European exploits. I can just about imagine Clinton in a kilt.

They also interviewed our Home Secretary, with MS sufferers and cancer sufferers who smoked cannabis to alleviate the pain. One of them lit what looked like a joint. Seeing a policeman very unwilling to search an MS sufferer who could hardly stand up was an interesting sight. Pity it was on late night TV, and all there was, was tobacco. Jack Straw, the home secretary, had fun at Christmas when his 17 year old son sold £10 worth of the stuff to two newspaper reporters. No one cared that this was in a pub and that he had been drinking, the age for alcohol being 18.

The other bit of interest are all really not. Went to Oxford, and found a place with two rival

hus companies and no coordination to the bus stops except they had to be just before the rival's ones. This was rather bizarre as a bus would pass 40 people at a stop and go on past, despite the fact they all were going the same way as the bus. Sanity prevailed once I got back to London.

Not yet finalized my plans for World DipCon as of yet, but it probably does not involve Shawn Derrick's flight. I will have nearly a month in the States. I have told a few people the bad news: no bar, bring your own beer, or find me... It's also advised to warn Europeans of the smoking rules, if they have been tightened up. I will warn David of those attendees with strong regional accents, and suggest he answers with "Yeah", "Naaaay" or "Eh?" to them.

I've heard of Jutland, that's the only bit of World War I naval combat I can remember from school. I know lots about the stupidity on land though.

P.S. Did you see *Starship Troopers*, the first \$100 million splatter movie, and a great satire on war films? I thought it was much funnier than *The Full Monty*.

>The drinking incident you describe reminds me of World DipCon II in 1990, where a certain group of Englishmen were referring to American beer (and such) as week substitutes for the real stuff. And as we know, one of said Brits ended up passed out on the middle of the UNC campus...

There really isn't much to World War I at sea. The German and British main fleets fought once and skirmished once during the war. Other than that, the main action consisted of hunting down German surface raiders in 1914 - 15 and the U-Boat offensive. The latter was highly successful — and very nearly won Germany the war — until the Allies introduced the convoy system in mid-1917.

*Doug Hooper*

Mike, let me know when my subscription runs out so I can send you more money.

>Doug, don't worry I'll do that at the moment. The number beside your name on the mailing label is the last issue you've paid for.

—MPL

Michael Lowrey  
4322 Water Oak Road  
Charlotte, NC 28211



Could you  
stand by in  
Drake (p10)?

Thanks!  
*MJZ*

Doug Kent  
10214 Black History Rd  
Dallas TX 75243

75243/5102

